

IMPASSABLE

Impassable #67, June 27, 1976

Summer Edition

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STAND-BY POOL

One new player and two for standing-by are asked for next deadline. In order of adjudications, I have asked David Fujihara to take over Germany in 1975CS, and for Steve Brooks and Henry Kelley to stand-by for Austria and Turkey respectively in game 1973BU.

This leaves us with a new rotation order of: Kendter, Luft, Blank, Albano, Hyatt, Bear?, Kador, McIlvaine, Gallagher, Hinmon, Fujihara, Brooks and Kelley.

WHY THE DELAY WITH #67?

Well, after 4 and one-half years of dippy publishing, I need a vacation! The routine of publishing every three weeks is finally getting to be too much of a chore. So, this plus the awful heat wave of last weekend has postponed this issue to this weekend with a likely short issue to boot.

I have decided to arbitrarily take off a month from publishing Impassable. This month is July. You will find that the next deadline is set for July 29th.

There are many reasons for taking a vacation and I'm sure I need not list them to persuade most of my readers to accept the delay. I have slowed-down before simply from an overload, but have never taken a whole month off from publishing. This does not mean I am dropping out, PLEASE NOTE!!

IMPASSABLE PONDERES ITS FUTURE....

What with the July vacation coming up, I'll be able to think about what to do next. With the fairly rapid conclusion of my games we are now down to eight regular Diplomacy games. At this point of time I do not wish to start any new games unless I decide to include games, and if so, whether I can obtain reliable guest games-maters. If this comes about, Impassable would have to go onto a monthly schedule--which wouldn't bother me at all, except that I wish to provide a viable publication and that may require a tri-weekly deadline.

Whatever happens, I will probably once again poll my readers for their preferences. Going to the new format may come sooner than I think. If all goes well, Impassable can possibly go to the new format before school starts again (that is, before next September).

Nevertheless, if and when the new format takes place, Impassable and Chapel Hill Publications will also be undergoing other changes.

For example, I want to continue publishing but I want to have it as easy as possible for myself. I am in no position to write the whole issue. As you will see, I didn't have anything to put in this issue. This means unless I can get more material from writers, Impassable will suffer as a result. I am looking for writers of articles as well as writers of letters. In this respect, I am hoping to pick up some of the letter-tradition developed to a high pitch during the hey-days of The Fighter's Home. While they lasted they had a marvellous reader relationship and this I would like to have except that I don't have the time to write letters back to the readers. This has always been my own drawback, I presume, since readers like to be acknowledged by the editor!

So, if Impassable fails for lack of reader response, I may still publish, but only on special projects such as perhaps my own handbooks (the best of Impassable?), diplomacy calendars, write articles myself for others, and so on, but in general doing something that doesn't get printed by other people.

End

For this quickie summer edition, I'm going to try to combine both news and plugs together to save time, if not space.

First of all, John Baker, wrote to me to say that he has heard that GenCon X will be held August 18-21, 1977. The rumor is that this will also become DipCon X (or DiploCon X, or whatever...). He goes on to say that it would be held at the Playboy Resort Hotel...

Rebus Sic Stantibus, #7 has arrived. It averages around 10 pages so it doesn't include all that much of non-game material, but the printing is excellent mimeo. They apparently still have openings. Subscriptions are \$4.00 for a year (they're monthly). Write and send money to: New England Society of Cynics, 65 Winter Avenue, Staten Island, New York 10301.

Rumors and talk from the British trades I get seems to indicate that IDA/UK and NGC may merge into one. It appears that NGC is having some problems of their own which may have changed their earlier stand against IDA. The NGC is more than just postal Diplomacy though they have the only plugs in the box that goes with the games. The Independents are those who are in IDA or not in either organization. The Independents are much more in contact with the rest of the International hobby and make up most of my own trades from their country.

Those of you who don't like the high prices of SPI games should write to Herb Barents, 1142 S. 96th Ave., RR #4, Zeeland, MI 49464. He sells games at a cheaper rate since he provides game coupons in his own gamezine, BOAST. There was a little tiff a while back when the game companies found he was passing on the price cuts he gets from buying large quantities, but he still can give discounts and coupons. Write for more info.

Bushwacker, put out by Fred C. Davis, Jr., 3012 Oak Green Ct., Ellicott City, MD 21043, is an old favorite of mine. He has always come out on time every month! It is done in mimeo and carries only variants...his own or ones he likes (why not?). He has openings in two games: Abstraction (one needed), and Atlantica II-R (three needed). Both are his own variants. Recommended for stability and top-notch quality gamesmastering!

According to Fred, Ron Kelly and Cluff Mann II of Washington, DC will be coming out with a new dippy gamezine to be called, Watergate. Game fee will be \$3.00. Subs, 12 issues for \$2.50. Write to: Cluff A.

Mann, II, 8 Armor Green, S.W., Washington, D.C., 20032.

Speaking of trades, I have cut out quite a few of the deadwoods. When Impassable goes with the new format, I will have to cut out even more (presumably of the moderately deadwood gameszines). For those of you who have been sporadic these few past months, better shape up or you might find yourself not getting Impassable at all! Some threat....

The Mixumaxu Gazette is a funny gamezine put out by Robert Lipton (he never notes my remarks about him in my zines...) (which goes to prove he doesn't read Impassable), of 556 Green Place, Woodmere, NY 11598. Sub are 10¢/issue + postage. TMG is a unique sort of dippygamezine which covers a lot of other territory such as D&D and a few wargames, plus lots on literature in the fantasy and sci-fi fields. Good mimeo.

The Cosmic Balance is a D&D zine. Put out by Scott Rosenberg, 182-31 Radnor Rd., Jamaica, NY 11432. I am not sure, but it is apparently not a postal D&D gamezine, but rather a D&D genzine. I'm not all that familiar with D&D, but the subject matter covered such items as: experience system by Costikyan, character sheets, initial information for players in his own fantasy world (called Tirien...) such as hirelings available, standard equipment; sub classes; an article on hits and damages; something on spies, wilderness movement and terrain, and so on. Apparently everything is related to his world, Tirien. A full 12 pages done mimeo or xerox (I can't tell which). Promises to be more or less monthly. Sub rate is 4/\$1.00 (limit: one sub of 4 issues at a time). Oh, it says it is primarily being published for the Tirien world-game of his. It makes for interesting reading material for D&D players--both postal and face-to-face.

One of the most entertaining zines is Erehwon by Rod Walker, "Alcala", 1273 Crest Drive, Encinitas, CA 92024. His 100th Issue Celebration is coming up later this summer for which yours truly has written an article ((hopefully no worse than 2nd rate...))! Rod is very creative and it shows throughout his masterful issues. His only drawback is his willingness to tackle with other people in verbose wars of wills. Oh well, on the whole his is one of the best. Ditto if average. Sub is 5/\$1.00.

There are game openings in The Master Machiavellian, a reliable zine from Michael Homeler, 238 N. Bowling Green Way, Los

(cont. on next page)



NEWS/PLUGS, CONT.

Angeles, CA 90049. Subs are 10/\$2.50. GP is \$1.00 for reg. dip + subscription. Good ditto.

Paroxysm is an excellent gamezine from Canada, and it has always confused me on how to plug them, so I reprint without permission their colophon about themselves:

"Paroxysm is a magazine of postal diplomacy, odd numbered issues of which are published by Tiger-Tiger Publications, a front for Doug Ronson. Diplomacy is produced in Canada by House of Games Corp, Box 2038, Bramalea, Ontario. Subscription are as follows: Canada and the United States 8/\$2 and everywhere else (by air) 6/\$2. Please send all money to Harry Drews. Americans may send cheques but Europeans should send money through the ISE. There are no game openings in Paroxysm."

Their contents has run, lately, into political discussions or letter debates with Harry Drews. It is a good ditto repro with interesting contents. Worth thinking about getting.

Quo Vadis a postal variant gamezine by Dick Vedder is quietly taking a lengthy vacation until perhaps Fall of 1977. A good old timer of a zine carrying just games, but those games!! Roman, Greek, and other such Ancient Era variants! When he comes back, I'm going to ask him to do my Mayan Variant. Good luck Dick and hurry back to dippydom!

The second-half of Liaisons Dangereuses Anniversary Issue arrived chock-full of interesting reading material including his latest polling of Diplomacy gamezines. Len is putting out this Zine Poll twice a year, but unfortunately, the turnout was poor this time due to several large-circulation gamezines not carrying his poll (Impassable for one). Still, enough were received to get some results:

The top ten rated were--

1. DIPLOMACY WORLD
2. IMPASSABLE
3. BUSHWACKER
- 4-6. EHREWON
PAROXYSM
MIXUMAKU GAZETTE
7. POITESME
- 8-10. CLAW & FANG
MASTER MACHIAVELLIAN
RUNESTONE

I notice that the top three spots are held by zines whose publishers are among the oldest group in the hobby. Also, Ehrewon and Claw & Fang are both by mature hobbyists. So, age does improve the product, just as it does for whiskey, right?

Also polled were the top five games-masters:

1. Len Lakofka (Liaisons Dangereuses)
2. John Leeder (Runestone)
3. Truman (???) Guest GM??
- 4-5. John Boyer (Impassable)
Bruce Schlickbernd (Poitesme)

The next ballot will come out in late August, says Len (LET ME KNOW, LEN!)

Len Lakofka, in case you've wondered, is the publisher for LD and his address is 644 W. Briar Pl., Chicago, IL 60657.

Len has recently been elevated to the Presidency of I.D.A. However, I hear that though he was willing to fill the post upon Edi Birsan's resignation (caused by job promotion and new kid), he won't run for office when the terms ends...

I don't know why, I am somewhat pessimistic about the postal hobby. It seems that the old guard is slowly leaving. The peak activity for the old guard was during the early formation years of IDA. I was not one of the old guard, but am often associated with them simply because I'm a long timer by many of the newer members.

What holds for us in the future as a hobby I don't know. At one time I thought I could predict what would be the future of the hobby--it looked like it was getting to be more stable. But now with the old guard leaving, others moving in the hobby is once again in a state of change. It is this constant change of the guard that forbids greater progress through gaining of experience. Those with experience are leaving us or have less and less time to make use of it.

Look at myself! At one time I was in about 6-7 games, ran about 15 games in two gamezines, and had, briefly, a third gamezine devoted to press, plus was the Editor for IDA! Now, I'm reduced to one gamezine, one small zine carrying two Civil War games and am running 8 games and playing in two.

As we get older, I believe, our energies are sapped by age. It takes a lot of extra energy to do all those things and what with increasing personal commitments such as jobs, families, social life, etc., we have less energy and time.

To make matters worse, the new guard apparently hasn't become permanent yet! I would enjoy letters on this subject.

BEFORE I FORGET ANY FURTHER, the sub rate for Liaisons Dangereuses is 9/\$2.00. Game openings are for novices only and the gamefee is \$7.00 which includes the sub.

Ugh! It is now over 90 degrees F., I'm going to have to move to the air-conditioned room... (cont. page six)

D.W.
IMPASSABLE
BUSHWACKER
EHREWON
PAROXYSM
POITESME MC
CLFMM

4
AND NOW, HERE ARE THE GAMES! (Sorry they're not in order, but you can look them all up)

"ONLY EIGHT GAMES LEFT!"

1970BJ, Summer/Fall 1921

Summer 1921: Germany retreats a mun-bur
Vote: Austria calls for a 4-way Draw vote

Fall 1921:

AUSTRIA(Beyerlein): a vie s a tyr, a tyr s a
tri, a ser s a tri, a tri s a tyr, a bud-
rum, a bul s ita f aeg-con

GERMANY(Mahler): a bur-par, f hol s ita f eng
-nth, f kie-hel

ITALY(Phillips): f nat/nwg, f lon s f eng-nth,
feng-nth, a wal-lvp, a yor-edi, a bel s a par-
bur, a mar-bur, a pie s a ven, f adr-apu,
f ion s f gre, f gre h, f aeg-con

RUSSIA(Kelly): f nwg s f nth, f nwy s f nth,
f nth s ita a bel-hol/nso/r/(yor, ska, otb),
a sil s a mun, a mun s a den-kie, a den-kie,
a ber s a den-kie, f bal s a den-kie, f swē-
den, a con h/r/(ank, smy), a sev h, a arm h

Winter 1921/Vote and Spring 1922 orders are all
due Thursday, July 29, 1976

Press--

Hun's Fables: Andy the Eagle and Ron the Bear
had been fighting for some time over a certain
prized football. Doug the Ostrich and Howard
the Dachshund had been urged by Ron to help
him to gain the prize. When they demurred, Ron
said in that case he'd let Andy have it (rather
unusual, a major power is threatening to throw
the game unless the minor powers help him win?!)
As Ron walked away from the ball, leaving the
others to stare after him in bewilderment, none
of them noticed the rubber band Ron had attached
to the ball. Thus it was that at long last Andy
was tricked, and the Eagle played the part of
the Trojans to the Bear's Odysseus. Moral:
Beware of Rons bearing gifts.

1974HY, Spring 1908

My, My: Aren't We All A Bit Too Greedy??

France(McLendon): a lvp-yor, f edi s a lvp-yor,
f eng-wal

Germany(Fanelli): a yor h/r/(lon, otb), a bre
h, a bel s a hol, a hol s a kie, a kie s a
ber, a ber s a pru, a pru h

Italy(Kendter): f mid-nat, f por-mid, a spa-
gas, a ven-tyr, a gal s a bud-rum/r/(sil,
boh, vie, otb), a bud-rum, a bul-con, a gre-
bul, a ser s a gre-bul, a nap-smy, f ion c
a nap-smy, f aeg c a nap-smy, f eas s a nap-
smy

RUSSIA(Gallagher): f nth-eng, f den-nth, a swe-

nwy, f bal-den, a war-gal, a mos-war, a
ukr s a war-gal, a rum s a war-gal, a ank-
smy, f bla-con, a sev-arm

Summer/Fall 1908 orders due Thursday, July
29, 1976.

Press--

Anonymous Poet: Just like Germany,
Italy will discover,
From a two-front war
it is hard to recover.

Switzerland: Sorry poet! Switzerland has
always been impassable territory...

1975G, Winter 1907

Errors: England owns Spain while Germany
owns Marseilles and Belgium. Both build 1.

Winter 1907:

ENGLAND(Cooper, T.): b f lon, will be 1 short

FRANCE(Kendter): r a por

GERMANY(Amer): b f kie

ITALY(Young): b f rom

RUSSIA(Sabo): b a sev

Spring 1908 orders due Thursday, July 29, 1976.

Winter 1907 Positions:

england: a stp, f edi, f lvp, f mid, f spa
(sc), f lon (6); france: f nwg (1); germany:
f eng, f fin, a ber, a mar, a mun, a gas, a
tyr, a sil, f kie (9); italy: a pie, a ven,
a tri, f tyn, f tun, f bul (sc), f rom (7);
russia: a liv, a war, a gal, a bud, f wes,
a mos, f aeg, a vie, a ukr, a sev (10)

Press--

The St. Petersburg Warmonger (In Edile): ...
and so, another country falls to the mighty
Russian-Italian coalition. Who's next, folks?
Step right up! Would Germany care to volun-
teer?

1975T, Winter 1906/Spring 1907

Winter 1906: France builds f bre and Turkey
builds f smy.

Note: A 4-way draw has been proposed by Tur-
key and Austria.

Spring 1907:

AUSTRIA(Mahler): a sil-gal, a war s tur a
mos, a ukr-rum, a boh s a pie-tyr, a ven-
tri, a tus-ven, a pie-tyr, f adr s a tus-
ven, f gre s tur f ion

(cont. on next page)

ENGLAND(Fujihara): a stp s a liv, a liv s a den-pru, f bal c a den-pru, f both s a liv, a ber s a den-pru, f hol h, a den-pru, a pru-all
FRANCE(Lawson): a mar-pie, f tun s f wes-tyl, f tyl-rom, a bur-mun, a kie h, a mun-boh, f wes-tyl, f bre-mid
TURKEY(Brooks): f smy-aeg, f ion s f nap, f nap s a rom, a apu s a rom, a mos s aus a mos, a sev s a mos, a rom s f nap

Fall 1907 and 4-way Draw Vote due Thursday, July 29, 1976.

1972BW, Spring 1922

FRANCE(McIlvaine): a mar s rus f mid-spa(sc)
/nso/
GERMANY(Davies): a mun s rus a tyr, a kie-ber,
RUSSIA(Knudsen): a boh s a tyr, a tyr s a boh, a stp-liv, f nth-eng, a war s a ukr, a mos s a ukr, a ukr h, f hol-nth, f con/bul(sc)/a/, f mid-naf, f nat s f iri-mid, f iri-mid, a bre-gas
TURKEY(Abbott): f por s f wes-spa(sc), f wes-spa(sc), f tyl-wes, f adr-ion, a ven-tyr, a tri s a vie, a gal s a vie, a rum s a sev, a vie s a gal, a sev h, f ion/aeg, f aeg/bul(sc), f bla s a sev, f smy s a ank-con, a ank-con

FALL 1922 orders are due Thursday, July 29, 1976

1974HN, Summer/Fall 1908 + Concession to Russia

Vote: Defeated.

Summer 1908: Russia NMR, GM R A Mun OTB.

Fall 1908:

AUSTRIA(Gamanson): a gre h, a tri h, a vie-bud, a gal-rum, a boh-gal (Proposed a vote on a concession to France)
ENGLAND(Fujihara): a stp h, f bar s a stp h, f nth h, f eng h, f cly h
FRANCE(McKeon): f ion-eas, f apu-adr, f tyl-ion, f wes-tyl, f mid-wes, a gas-spa, a pic-par, a pie-tyr, a tyr s a pie-tyr, a ber-pru, a bur s ger a mun
GERMANY(Kelly): a kie-ber, a mun s a kie-ber, f den h
RUSSIA(Blank): nmr. a war, f ska, f con, a ukr, a mos, a sev, f bla all hold

WINTER 1908 orders are due Thursday, July 29, 1976

Fall 1908 Supply Center Chart (next column):

Austria: hon, aer, gre, rum (6) bl
England: hon, nwy, stp (5) sp
France: hon, spa, por, tun, ven, nap, rom, bel (10) rl
Germany: kie, den, hol, mun, ber (5) bl, will be 1 short
Russia: mos, war, sev, bul, con, ank, swe, smy, (8) lost 1, was 2 short, sp, no open home center to build 1

1975CS, Spring 1905

GM note: David Fujihara, 1225 Peterson Lane, Honolulu, HI 96817 will take over Germany.
Error: Rus had f nwg, not f nwy, er, reverse it
SPRING 1905:

AUSTRIA(Blank): a ser s a tri, a tri s a vie-tyr, a vie-tyr, f alb-ion, f bul(sc)-aeg
FRANCE(Stephens): a par-gas, a mar-spa, f bre-mid, f wal-iri, f mid-naf, f lon s ger f edi-nth/nso/
GERMANY(Fujihara): nmr. f edi, a lvp, a hol, a ruh, a kie, a ber all hold
ITALY(Kador): f wes-tyl, a tyr-tri/r/(boh, mun, pie, oth), f ven s a tyr-tri, a tun h
RUSSIA(Albano): a ank-con, a smy s a ank-con, a rum-bul, a gre s a rum-bul, f bla s a rum-bul, a sev-ukr, a war-sil, f stp(sc)-liv, f den-hel, a swe-den, f nwy-nth
TURKEY(Lee Kendter): a con (screams bloody murder!)/a/

SUMMER & FALL 1905 orders are due Thursday, July 29, 1976.

1973BU, Autumn/Winter 1923/Spring 1924/Vote

GM Note: Brooks and Kelly are being asked to stand-by for for Austria, Turkey respectively.

Vote on Draw: Defeated. Only yes vote from England.

Autumn 1923: Turkey nmr. GM R f ion oth.

Winter 1923: Turkey nmr. Will be 2 short.

Spring 1924:

AUSTRIA(Kovalcik?): a vie, a bud, a rum, a tri all hold, a gal h/a/
ENGLAND(Greenwell): a mos-sev, a liv-mos, f nth h, a spa-rom, f tyl c a spa-rom, a wal-spa, f eng c a wal-spa, f tun s f tyl, f ion-nap, a tus s a spa-rom
GERMANY(Barents): f lyo c eng a spa-rom, f mid c eng a wal-spa, a war-gal, a war s a ukr-gal, a boh s a ukr-gal, a tyo-vie,

OOPS! YOU ROLLED A "SIX", ADVANCE
TO JAIL ON NEXT PAGE

a pla/ven, a mun a a boh, a kie-ber, a ail
h/u/

ITALY(C.D.): a rom h/a/

RUSSIA(Hendry): a sev holds defiantly (what?
the mouse that roared?)

TURKEY(Blank): f adr, a ven, f nap, f con all
hold, nar.

FALL 1924 Orders are due Thursday, July 29, 1976.

1973CZec, 1721 II, End-Game Report Delayed

GM Note: I apologize for having no end-game report here. My records on the earlier game years are lost somewhere and I just can't find them. One thing I'm going to do during my vacation is to re-organize my paper files. I should find those old issues of Lost Horizons I need to fill in the report. So, I hope to be able to print it in next issue. My whole-hearted congrats to the two winners, Howard Mahler and Mike Rocamora. Note to Howard: I sent last issue to Mike's new address, but it was returned "addressee unknown". Could you tell me of Mike's current address? Thanks.

1974ND1, Scotice Scripti III, Report Delayed

GMNOTE: The same thing holds true since this was also in Lost Horizons. However, we do have some end-game comments for print, and it is from Bob Fanelli (Scotland):

For me this game, while immensely enjoyable, was a series of ill-timed blunders, which began with the first turn. I initially allied with England and we decided to destroy our immediate neighbors and then to invade Ireland. I sent in my original orders for an attack on Orkney which might have taken him by surprise. In my eagerness to bend him to my will, I sent a letter to him explaining my motives in attacking him and offering to spare him a few centers if he would join in the attack on Ireland. Unfortunately, I sent this letter to him after the moves deadline, but before I received my copy of Lost Horizons. It turned out that the game was postponed until the next issue and so I was out of luck--my own fault for being in such a hurry. Orkney was now my sworn enemy. England made fairly quick work of Kymru but I was stuck with an annoying feud in the north which seemed incapable of resolution. Meanwhile Munster's fine play gave him an easy victory over Connacht and then Ulster. I called on Orkney for a truce and asked that we ally against Munster, to which he agreed. But he was difficult to work with and our alliance never really picked up steam. I was at this time trying to support Leinster but it will be

readily seen that I didn't do a very good job of this. Likewise for my aid to England in the battle for North St. George Channel. If we could have coordinated our moves and conveyed armies to Ireland while we had the chance (and we did have several opportunities to do so) we might have stalemated Munster. ((You had a stalemate line once, but I can't remember when...Ed.)) I attribute this failure to laxness in writing on my part as well as on the part of my allies (though I must admit that Osmanson was a faithful ally). The high point of this game, however, was the opportunities that it afforded for press. Munster played a good game, but his press was also of the best quality. I do not begrudge him the win; in fact I congratulate him. He did "repel the invaders". ((Any from Munster or England??))

NEWS/PLUGS, CONT.

I must certainly add that the weather has been horrible of late! It has been a long while since we've had this sort of lengthy humid and hot weather--makes you think you're in the tropics! Yecch.

The Diplomacy Baron is a nice little zine for games. Published by Rod Zaccalini, 23861 Park Belmonte, Calabasas, CA 91302. Sub rate is 10/\$3.00. It is an xerox which explains the high sub rate. Openings in reg. dip for \$1 deposit + sub.

Got a new trade from Canada. It's called, Fol Si Fie and it is into issue #50! Another case of where have I been?!

Will tell you more about it when I see another issue of it...maybe we won't trade, how about it, Randolph Smyth?

Would somebody from New York tell me what's the set-up is on organization of all those once independent gamezines but now are apparently together? (How about it Scott, Matt, Greg or Jeremy??)

One of these days I'm going to review all those British trades I get, but how many of my readers would be interested in them? Let me know!

VALINOR finally showed up, three weeks late according to him. Publisher is Michael Muchnik, 2520 Hyacinth Court, Westbury, NY 11590. He is wondering if he should go mimeo. His ditto is excellent, I don't see any reason for going mimeo! Unless he plans for a much larger circulation. Sub rate is 10/\$2.00. Has openings in reg. dip for GF of \$2.00 plus sub.

A goofy and funny picture appeared fairly recently in Janus. It was a dartboard with Gordon Anderson on it. Need I elaborate?

(cont. next page)

Janus' 1st Anniversary Issue contained offset photos of the three principal muck-rakers who put the zine out. Well, you just can't tell by the typing what they look like!

WARNING: The following gamezine may be hazardous to your pocketbook or possibly hazardous to your sanity, whichever comes first. Thus I plug the return of the erst-while old-timer of a zine, Costaguana. It is published by the famous (or infamous, take your pick) Conrad von Metzke, 5005 Diane Avenue, #14, San Diego, CA 92117.

Conrad pulled out rather abruptly the last time he did so and a few were jilted or jaded, or whatever, but he is going to some lengths to assure for monetary guarantee as Fred C. Davis will be the Trust Officer for the money.

However the effort may be guaranteed by Fred's own excellent reputation, Conrad is limiting his involvement very severely. Subscription is by invitation only and so I presume is the case with his games (if more than one is being run, I don't know). But, if you liked the old Costa and want to get back in as a reader or player, you might want to write to Conrad. Of course, my surprise is that Fred's doing this! Oh well, sometimes strange bedfellows make for the best combination...A warm and wary welcome!

That is the last of the plugs for this issue. I don't like doing plugs because if I make a mistake, I'm more responsible for them. When the new format comes through for Impassable, I'll be thinking about requiring publishers to send me their plugs for print, or to outline in red their own plugs so I'll have less trouble finding it...

Diplocon IX is coming around the corner late this July down at Baltimore. I have arranged for two others, John Hendry and John Baker to share a room at the Downtown Holiday Inn (the one with the revolving rooftop restaurant...).

I am wondering how many of the postal dippy players are flying to Baltimore? Perhaps you can write to me about your arrival time. If I get enough response, I may be tempted to get together a car or two or three to bring in our air travelers. The airport, the Baltimore-Washington International is out of town and is approximately about 20 miles to as little as 10 from the hotel/convention site.

The July issue of Impassable may become a special issue if I find the time to put one together. At the least I hope to have

a fairly good report on the convention. The next issue could be in the format of the future, but I doubt it--especially if it's a special issue.

The month of July will be spent in relaxation, re-organizing the "office" (read, clean-up time) and files, maybe work on another diplomacy variant (Atlantis? Solar System Sol? Or even EarthSea?)

The latest from the Viking Mars Shot indicates that Mars once had large rivers flowing! Unexplained land markings look like roads and possibly dikes!! If the latter can be confirmed as non-weather made topographical features (ie: intelligence) then I'm sure that will be enough to fuel the fire for a manned expedition to Mars! Already I can picture the news stories of the late 20th Century: "Martian Expedition discovers archeological remains of Martian civilization", or, "Scientists now believe that Mars suffered a halocaust which evaporated their water and levelled the land... possibly an atomic war?" Even? "Remarkable similarities found between ancient human and martian relics--Did we come from Mars??"

Well, it could open up a whole new solar system science fiction series...and it may influence me in my Solar System Sol dippy variant...a bit whimsical, but fun!

I am rapidly running out of time to type this issue up and I don't want to run overtime with this issue either! I can't wait for my vacation!

Let me dribble on about what I may do in the future:

1. More variants: Solar System Sol, Atlantis, Interstellar War, Bicentennial America?, World War II??

2. Special projects such as: The Best of Impassable (maybe I ought to wait until we reach #100), Diplomatic Calendar?, or even a somewhat comprehensive listing of all active postal players/publishers?

3. Polls/Surveys on the hobby on such topics as: best zines, main interests, the recent explosion of D&D, etc.

4. Contests: Am planning on an article contest for which the winner will gain a substantial prize. All submitted articles would get first print rights in Impassable and be used as needed. Another contest may be for special puzzles or quizzes with prizes being extended subs.

5. Staff Organization: With the improvement of Impassable's format, there should be an improvement in the staff. More people will be added and paid with free subscriptions for the duration of their staff status. Artists included. See me!

ADVERTISEMENT PAGE:

Wanted: Freelance Writers to be on the Impassable staff! Requirements: must be a Diplomacy fan, experience in publishing is not necessary, but experience in postal games with a good working knowledge of other dippy publications and of hobby organizations is helpful. Must be able to type as well as to be able to use English!

Freelance writers can write on anything of interest to postal Diplomacy hobbyists including D&D and wargames. Pay: Free issues of all Impassable issues while you retain your staff status. To maintain staff status is to write a certain number of copy in a year--the number being agreed upon between the freelance writer and the publisher.

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DO YOU LIKE DIPLOMACY GAMESMASTERING?
If so, this may be what you want! This zine needs potential guest gamesmasters in case it wants to carry future games of postal Diplomacy. Applicants must have a thorough understanding of the rules to the game and ability to adjudicate games on a regular and reliable schedule over a period of time up to three years or whatever it takes to complete the game. Job includes collecting orders from all players, adjudicating the game and then typing up a game report to be sent to Impassable in time for publication in its next issue. Deadlines would be monthly and set in the magazine by the publisher. A period of one week will be allowed for gamesmaster to adjudicate the moves and mail it to the publisher. Prefer guest gamesmasters who live on the east coast of the U.S.A. and who do not publish their own gamezine. **PAY:** Pay is the entire gamefee to be paid to the GM when the game is successfully completed by guest gamesmaster. Defaulting guest gamesmasters get nothing. GMs will also receive all issues of Impassable for the duration of their games.

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